Contents

1 Introduction

Welcome to Docking Station, an exciting new multiplayer game from the creators of the Creatures series!

This is no ordinary game. By playing with Docking Station, you will be taking part in one of the largest ever Artificial Life experiments. Not only will you be breeding your own unique artificial life forms, called Norns, but you will be able to connect your computer – through the internet – to form a part of a vast online world through which your Norns can wander at will.

Who knows who will be living on your space ship in a few weeks time?

1.1 Capillata, a Living Space Station

Far back in the mists of time, the ancient race of Shee left Albia in search of a new home in a huge biological spaceship, the Shee Ark.

That, however, is another story...

The Shee were not known for their timekeeping skills, and when the huge ship left, one Shee scientist was left behind on an empty planet. He'd been working on a new method for travelling from place to place and only noticed that the others had left when he was satisfied his new device was fully functional. This device would have saved all the work that had evidently preceded the evacuation of the planet – if only they had waited for him! His device allowed you to open up these, er, blue things, and step through. The other end of the blue thing could be configured to drop you out at all sorts of places – but some of the things he saw were a bit warped for his taste. Hmmm – Warp. That would be a suitable name for the blue thing! To be honest he wasn't really sure whether the warp connected places in space or places in time – come to think of it he wasn't 100% sure that the place he was in now was where he actually started either. But hey, it looked very similar and at the end of the day that was all that mattered. Why had none of the others waited for him?

He decided he had to follow the rest of the Shee and show them what they had missed, so using various spare genomic bits and bobs from around the planet he built a new living spaceship, which he called Capillata.

The last Shee loaded up what supplies he thought would be necessary, and packed some samples to tinker with during the journey. He had a brilliant idea for launching the space station – exploding the old volcano would give Capillata the necessary thrust to leave Albia. Of course, this would destroy a lot of Albia's delicate ecosystem, but you can't stand in the way of the march of science. He'd left explicit instructions with the few Ettins left on Albia for them to clean up after the radiation levels had died down sufficiently. Surely even the Ettins couldn't mess that up!

So the last of the Shee travelled on, in his eternal quest for the Shee spaceship, and hopefully a new source of tea, too.

1.2 Before We Start

In this manual, we'll refer to a number of phrases such as 'right click' and 'select'. When we refer to 'clicking on' or 'selecting' something, we mean moving the mouse pointer (which will be shaped like a hand during game play) over something and pressing the **left** mouse button and then releasing it. A right-click is the same action, but using your right mouse button. Occasionally, we also refer to 'double clicking'. This means left-clicking on something twice in quick succession with the left mouse button.

DirectX Disclaimer

Docking Station utilises Microsoft's DirectX sound and video drivers. DirectX is a programming tool created by Microsoft, and the installation of DirectX may cause video problems and system anomalies with computers using video drivers that aren't DirectX compliant. DirectX is a Microsoft product, and as such, the publisher cannot be held responsible for changes that might occur to your computer system due to its installation. For DirectX related problems that cannot be fixed by updating to your video or sound card's latest Windows driver set, you must contact either Microsoft or the manufacturer of your video card for further technical support or service.

Microsoft retains all intellectual property rights to DirectX. The user has been granted a limited license to use DirectX with Microsoft operating system products.

1.4 Installation Guide

The first step when installing Docking Station is to register your user name and receive your password via email. To do this, you must log on to the Docking Station website at **www.creaturelabs.com/ds**, and choose the register link. Make sure you choose an unusual, interesting (and clean!) user name –– it'll be your name in the game to other users from now on! You will be given a password which you can alter later to something memorable, and be given the option of making your personal details public or not.

Next, you will be taken to a download screen where you can download Docking Station if you do not already have it. If you are installing Docking Station from a CD, simply double-click the installer and follow the instructions on-screen.

1.5 Where to get Help

For assistance with installation or running the game please check the Help section of the Docking Station website (www.creaturelabs.com/ds). For game play assistance or advice you may find help in the Creatures Forums which are also available from the website.

2 Playing with Docking Station

2.1 Game Objectives

Docking Station is an open-ended game – you play however you like to play. There are probably as many ways of playing as there are users of the game. Most players choose to try and maintain a steady, healthy population of Norns, but that is entirely up to you!

The Norns of Docking Station are living creatures – they have a complex biochemistry, a system of organs, a brain that is capable of learning, and a genome that specifies all of the above. Norns also have a computerised genetic code called Creatures Digital DNA. It controls everything about them – their appearance, their ability to digest food, their intelligence and their health. Norns can breed, too, passing on their unique DNA to their offspring. After the first generation of Norns, each Norn is unique – their DNA has been mutated and spliced from their parents'. Who knows what a future Norn may be like? So far in the Creatures series, there have already been some fascinating mutations – immortal Norns, super-intelligent Norns (relatively speaking, of course!), or Norns with brightly coloured fur.

Keeping Norns healthy isn't necessarily easy. It's your job to steer them through life, teach them right from wrong, and patch them up if you can't help them avoid the dangers everyday life on Capillata can offer.

2.2 How do I do this?

Norns – being based on real animals – have survival instincts when they're born. They will, eventually, learn to eat, sleep, talk, play, breed and eventually die (though they don't have any instincts telling them how to do that!). With your help, though, they can learn much faster, and avoid the pitfalls that await innocent little fur balls without a guiding Hand. Much like real animals, a Norn won't always choose the best course on its own – so they need our guidance from time to time. However, they can make decisions of their own and remember the past, so if you tell a Norn to do something it thinks is a really bad idea, it'll probably ignore you. Building up trust between the Hand and the Norns is part of the game. How can you guide these creatures along their life?

- **Teaching and Hatching Norns:** Norns will breed by themselves, but you need to start the population with either a Starter Family (pre-taught adult female and male Norns), or some Eggs (Norns are hatched, not born). Using the Holistic Learning Machine you can teach them their basic vocabulary. You'll find that looking after a Norn that speaks your language is far easier.
- **Norn Care:** Like real animals, Norns can get ill or be injured. Docking Station contains some nasty bacteria and poisons a Norn can fall foul of. You can diagnose and treat problems using the HoverDoc and the Containment Chamber.
- **Breeding Norns:** You can encourage Norns to breed by getting them together in the right place at the right time. Norns cannot breed until they reach adulthood, which takes about an hour of game time.

2.3 Learning Your Way Around the Game

Docking Station is a biological space station with four main areas: The central area is the Atrium, where Creatures 3 will connect to Capillata if she is docked. The other areas are the Norn Meso area, the Comms room, and the Workshop. Each area has its own special functions- for instance, the Norn Meso area is a very comfortable place for Norns to live, with plenty of food and toys.

It is important to know your way around the game display screen. Below is a picture of everyday Norn life:

1. **The Hand** – This is your in-world presence. You can move the Hand around with the mouse. To activate most objects, click on them. To pick some things you can right click on them. The Norns can see your hand, and will learn to like or dislike it according to your actions! The Hand is an example of an Agent (see below). Norns cannot be picked up, but they can be lead around by the Hand if you right-click on them.
2. **Agents** – Agents are objects in the world. All objects in the world, be they plants, insects or doors, are agents. Many agents perform actions. Creatures can trigger many agents without your help. Some agents, however, are purely designed for your use – you interact with all agents using the Hand. Left-click on an agent to activate it.

3. A Creature – Creatures are different from other agents in your world. They are still agents, but they have their own unique brain structures, biochemistry and genes. They can learn and adapt to new situations, in much the same way we do.

4. Currently Selected Creature – A little red arrow hovers above the currently selected creature. The camera will scroll to follow this Norn around, and a picture of its head will appear in the HUD (see below). Note that you may also see a little green arrow. This shows what the currently selected Norn is looking at.

5. Heads Up Display (HUD) – This shows the head of the currently selected creature, its name and gender. It also has a button for Agent Help (see below). If you have more than one creature and press the TAB button repeatedly, you'll cycle through all of your creatures and this information will change. You can click on various parts of the HUD to perform different actions.

    a. Click on the face to centre the display on the selected creature.

    b. Click on the name to open up the Creature History dialogue which allows you to name your creature. You can also take photographs and add text with this dialogue. You can open the same dialogue by clicking on a creature when in Agent Help mode (see below).

    c. Click the green button to toggle your online/offline status.

    d. Click the hand icon to enter Agent Help mode (see below).

6. User Interface Components – There are three 'menus' in Creatures 3: the Creature Menu, Options and the Inventory. Clicking on one of these tabs will open the menu. Clicking on it again will close the menu.

7. Agent Help – Possibly the most useful function on the station, the Agent Help allows you to read up on exactly what a specific agent does. When you click on the Agent Help button, the hand will change to a hand with a question mark next to it, and you can click on any agent using the right hand mouse button. This will bring up a window that explains what the agent is and how to use it. Using Agent Help on a creature will bring up the Creature History dialogue which contains all sorts of information about that creature, including a photograph album, a history of important life events, and a name changing screen. You can toggle between Agent Help mode and normal mode by pressing F1.

8. Favourite Places – Once you have visited a new area of the station, a new icon will appear here. You can click on these to move quickly to that area of the ship.

9. **Life Events** – These show key events that have occurred to your population of Norns, such as pregnancy, birth, and death. If you click on one of them, you will clear that event and zoom to the place where the event occurred, or the creature it occurred to.

Pregnancy This is the Life event for a pregnancy. Clicking on the icon will take you to the expectant mother.

Egg Laid This is the Life event for an egg being laid. Clicking on the icon will take you to the egg.

Birth This is the Life event that signals the hatching of a creature from an egg. Clicking on the icon will take you to the creature who hatched.

Death This is the Life Event that signals the death of a creature. Clicking on the icon will take you to the place the creature died.

10. **Warning Icons** – These warnings are used to inform you of important events between your world and others in the warp. For example, if a creature arrives in your world from somewhere else then a warning icon will appear here. Other warnings include things such as a friend coming online or a message arriving. Click on the icon to clear it and deal with the cause of the warning.

Arrival in Containment Chamber This signals that a creature has arrived in your Containment Chamber. Click on this to be taken to the chamber.

Arrival through a Portal This signals that a creature has arrived through a portal. Click on this to be taken to the creature in question.

Departure through a Portal This signals that a creature has left via a portal.

Message Arrived This signals that a you have received a message from someone! Click on this to be taken to the Comms area.

Chat Arrived This signals that you have a received a message in your chat window.

Friend Online This signals that one of your friends is currently online. This warning will appear whenever you go online, or if they come online (providing you are online too!)

Friend Offline This is very similar to the Friend Online warning above. This signals that one of your friends is currently offline. This will appear whenever you go online, or if they go offline (providing you are online).

11. Creatures Menu – The Creature Menu allows you to see a summary of all of your creatures and their names.

    a. You can click on a creature face in this menu to make it the selected creature (note the red arrow in the menu that floats above the head of the selected creature)

    b. If you have more than 6 creatures in the world then they will be shown 6 at a time, use the left and right arrows to scroll through the list of creatures

    c. Finally, there are Import and Export buttons (see section 7.3)

12. Options Menu - The Options menu allows you to set various game preferences.

    a. Press the quit button to bring up the Exit Game dialogue. You will be asked to confirm this, and the game will then save. Pressing the ESCAPE key has the same effect.

    b. Press the pause button to pause/resume your current game. Pressing the PAUSE key has the same effect.

    c. Pressing the about button will bring up a dialogue with information about your version of Docking Station, copyright information and a list of credits.

    d. Press this button to toggle the game between full screen and windowed mode. Pressing SHIFT+ALT+ENTER has the same effect.

    e. Toggle between Sound Effects and Music. This button is used in conjunction with the volume control below and allows you to choose which aspect of the sound system you wish to alter.

f. Clicking on this bar will alter the volume level for the aspect selected with button 5 above. Clicking on the bar when it is full will take it to the lowest level of volume, at all other times it will increase the volume by a notch.

g. Click here to turn on or off the sound effects.

h. Click here to turn on or off the music.

i. Click here to turn on or off the creature voice effects.

j. Click here to alter the maximum number of creatures allowed on your ship. You will need to enter a numerical value.

k. Click here to alter the breeding limit for the Norns. Once this limit is reached Norn eggs will stop hatching until room has been freed up. You will need to enter a numerical value.

l. Name the hand. Click here and enter the name you wish the Norns to know you as!

m. Click here to toggle hand colouring mode. The two modes are default and tinted.

n. Click here to alter the colouration of the Hand if you are in tinted mode. There are three buttons corresponding to red tint, green tint and blue tint. Setting the colour is achieved by adding the required amounts of red, green and blue.

13. Inventory – Your inventory is a little in-game box you can use to carry things as you move around the station. This is handy for storing machines, food or the other bits and pieces you may need on your daily Norn care rounds.

Keyboard Shortcuts

There are several keyboard shortcuts that you can use to help you control your game:

TAB: Cycle between your creatures.

ESC: Exits Docking Station. This will show a confirmation dialog so you can be sure you did wish to quit. The game will automatically save on exit.

F1: Toggles Agent Help on or off

F6 – F12: Speech Hot-Keys. You can set specific phrases to each of these six keys by typing in the appropriate phrase, and pressing shift and that Function key simultaneously. From then on, pressing that Function key will repeat that phrase.

CTRL + S: While holding down CTRL (the control key), press the S key. This will repeat the last phrase you typed.

INSERT: Force tickle. While holding down this key, any click on a creature will be interpreted as a tickle, and reward the creature.

DELETE: Force slap. While holding down this key, any click on a creature will be interpreted as a slap, and punish the creature.

If you just type on the keyboard, a speech bubble will appear. This is how you communicate with your creatures. If you just type a sentence, such as 'eat fruit', then every creature in earshot will hear that. So long as they understand the words, they'll consider performing that action. If you wish to address a sentence to a single Norn, you can prefix the sentence with the creature's name – so 'Alice eat fruit' will be directed to the Norn named Alice.

If you bring up a speech bubble by accident, press the backspace button a few times until it disappears.

2.4 Getting Started

When you start Docking Station for the first time, you'll be asked to enter a name for your world. The name of this world will be used in all records relating to your creatures, which will be updated to the game server. When another player views information on your creatures they'll know which world they came from originally. The choice of names is entirely up to you!

The game will then create your new world, and display a progress bar to show how it is doing. Don't worry if it seems to be taking some time – creating a living ship that is full of alien experiments can take a while!

You will then be asked for your registration user name and password. You have to give these in order to enter the world the first time. Finally, you'll enter the world.

You'll be presented with a choice of starting conditions. You can start with two 'ready to breed' adult Norns, called a Starter Family, or you can start with two eggs. If you have played any of the Creatures series before, you may wish to start with the eggs. If you'd like to play around, experiment and get the hang of the game, we recommend the Starter Family. You can also choose to start with neither eggs, nor a starting family. You may wish to do this if you want to explore without the Norns getting under your feet (metaphorically, of course!). However, be aware that although you can create and hatch more eggs at any time during game play, this is your only chance to have a Starter Family in this world. If you wish to play with a Starter Family at a later date, you can make a new world using the world switcher.

If you selected the Eggs Button

Muco, the rather disturbingly biological egg layer, will produce two eggs for you, and spit them into the incubating heat pan. This is the area immediately to the left of Muco with the lit-up floor. Eggs in the incubating heat pan hatch much quicker than eggs left in the 'wild'. If you have Creatures 3 installed, or purchased extra breeds, you will have a lot more choices of Norn breeds available from Muco than if you only have Docking Station.

If you selected the Starter Family Button

Two Norns, a male and a female, will appear from within mystic spheres of light. They are fully adult, ready to breed, and have a full vocabulary. You may wish to keep them apart for a bit until you've got the hang of the game – a little baby Norn may appear very quickly otherwise! Remember that you can guide your Norns about by right clicking on them.

2.5 Using the World Switcher

After you shut down Docking Station for the first time, you will be presented with the World Switcher on starting or exiting the game. Docking Station lets you have more than one world in which to play. These different worlds are kept totally separate, so if several people want to play on the one machine, it can be done without too many punch-ups – each person can have their own world. You will be presented with a list of all currently existing worlds, and an icon showing whether these worlds are 'docked' to C3 or not. You can choose to load whichever world you would like to play with.

World Switcher Options

List of Worlds At the top of the world switcher box is a list of all your current saved worlds. Click on a world to select it. You will need to select a world in order to load it, delete it, or protect it with a password. Double clicking on a world will select and load it automatically.

Load a World Click on this to start playing with your currently selected Docking Station world.

Password Protect a World You can choose to give a world a password. If you try and load a world that has a password, you'll need to enter the password in order to play with that world. As always, whatever you do, don't forget your password!

Delete a World If you've finished playing with a world, you can choose to delete it forever by selecting it and clicking on this button. **If you delete a world, it will be gone**

for good, along with any Norns that were in it! If your world is password protected, you will need to enter your password in order to delete it.

Create a New World Click on this to create a new world. You'll be asked to enter a name for your world, and if you have Creatures 3 installed, you can choose to play either with just Capillata, or with Capillata docked onto the Shee Ark. The text beneath the central button will inform you which version you have chosen.

Exit Docking Station Clicking on this will quit the game and return you to your desktop.

3. The Six Step Guide to your First Norns

3.1 Step 1: Name Your Norns

Norns can be named using the Agent Help facility: Press F1, or click on the Agent Help activate control on the HUD (see the previous section for an explanation of this acronym). The Hand object will change to show a question mark.

Now **right-click** the Norn you wish to name. A window will open that lets you see all sorts of information about the creature, including major life events, such as births, pregnancies and deaths, a photograph album, and genetic information for advanced players (see Chapter 6). This is the Creature History window:

Click in the name box and type in the name for your creature. Close the window again by clicking on the round orange close button to the top right. If you click on the Creature Menu pull-out at the top right hand of the game screen, you'll see your Norn now has its name shown underneath a picture of its head.

Once a creature is named, you can talk to him or her specifically. If you choose not to name your Norns, they will make up names for themselves. If two Norns happen to choose the same name, things can get a little confusing!

3.2 Step 2: Basic Norn Care and Teaching

Your Norns will learn the differences between positive and negative actions themselves. If they touched a fire, for example, they would get burnt, and would learn that touching fires is not always a clever thing to do. Likewise, when they eat, they learn that eating reduces hunger – so when they're hungry, they'll look for food.

reward   punishment

Although they're very effective at learning by themselves, you can help with this process by rewarding them for good behaviour, or punishing them for bad actions. If you click on a Norn's nose, you'll hear a little scratching sound as you tickle it. This will reward the Norn, and make it feel happier and more relaxed. Likewise, if your Norn does something bad, you can punish them by clicking on their bottoms to slap them. Be warned – slapping Norns does a small amount of damage to a Norn. It's nothing permanent, but if a Norn is slapped repeatedly, it could suffer an injury. It'll certainly not trust you anymore, and may even declare that it dislikes you! However, an over-tickled Norn can come to think that everything it does is wonderful, and become 'spoilt' – performing whatever action it currently wants to, whether this is harmful or not. As with most things in life there is a balance involved you may need to both reward and punish a creature during its lifetime, but overuse of either method can cause more harm than good.

> *Keyboard Tip* - *Trying to click on a particular part of a moving creature can be tricky! If you hold down the INSERT key the reward 'angel' appears and you can safely click anywhere on a creature to reward it with a tickle. Similarly, if you hold down the DELETE key the punishment 'devil' will appear and anywhere you click on a creature will be a slap.*

Later on, when you've taught your Norns to speak, you can dispense with the physical contact and tell them whether their actions are good or not by speaking to them.

3.3 Step 3: Teach Them to Talk

Norns have a simple language that lets them communicate with you and with each other. In most cases, this takes the form of subject-verb-noun sentences along the lines of 'Melanie eat food'. Norns can also express their current need, so you may also see creatures saying things like 'Melanie very tired'.

The Names of Agents

Norns cannot distinguish between every single item on the station – for instance, they cannot tell Yarn fruit and lemons from each other – to a Norn, they're both just 'fruit'. All agents on the ship have different categories that a Norn will place them in. All edibles, to give an example, are either seeds, fruit or food. To find out the Nornish names for agents, click F1 (or use the HUD) to switch Agent Help on, then click on the agent you wish to find the word for. The Hand will speak the name of the agent, teaching you and any nearby

Norns the word for that agent. The Norns might not get the word right straight away, and you may have to click a few times on the agent to get them word-perfect.

The appendix contains the complete list of category names available to a Norn.

Naming Actions and Feelings

As illustrated by the conversations above, Norns can also express their current emotional state, or declare their current action. These words are slightly more difficult to teach to a Norn, since you can't point at a 'Sad' and tell a Norn to learn the word for it. The Shee, therefore, created a learning device for quick teaching of baby Norns which is located on the bottom floor of the Meso room, at the far right. This Holistic Learning device can be activated only by the Norns themselves, but once activated, it picks up the Norn in a glow of light, and teaches them the entire vocabulary, including the agent categories. Of course, getting the Norn to use the machine in the first place isn't always easy.

The Holistic Learning Device seems to be a very pleasant experience for your Norns. Some have even been known to become addicted to it...

Talking to Your Norns

Once you've taught your Norns their words, you're ready to communicate with them. To talk to creatures, move the Hand near to them (so you are within earshot!), and just type something! Press the enter button to 'speak' your typed words. If you wish to talk to many creatures at once, then do not say any one Norn's name. If you wish only one Norn to listen to you, then use their name, e.g. 'eat food' will be heard by all Norns in the vicinity, but 'Alice eat food' will only be heard by Alice.

Here are some examples of the things you can do by talking to your Norns:

Attracting their attention to an agent: Type in the name of the agent category you wish the Norn to pay attention to. You can also do this by using the 'look' word, e.g. 'look food', or 'Bob look machine'.

Finding out what they're doing: Type 'what'. A creature may then respond with something like 'Melanie approach food', telling you that Melanie is trying to walk towards or find some food.

Finding out why they're doing it: Type 'express'. A creature will probably respond with a sentence like 'Lucy tired'.

Asking them to do something: Typical instructions to a creature might be sentences like 'Alice eat food', 'Dilbert push door', or 'Jennie rest'.

The Nornish Verbs, and What They Mean

Once you've taught your Norns their words, you're ready to communicate with them. To talk to creatures, move the Hand near to them (so you are within earshot!), and just type something! Press the enter button to 'speak' your typed words. If you wish to talk to many creatures at once, then do not say any one Norn's name. If you wish only one Norn to listen to you, then use their name, e.g. 'eat food' will be heard by all Norns in the vicinity, but 'Alice eat food' will only be heard by Alice.

Verb	Action
Push	Perform an action on an agent. Pushing a lemon dispenser will cause it to produce a lemon. Pushed elevators go up, pulled ones go down.
Pull	Perform an action on an agent. This is similar to push, but sometimes has a different action on an agent (try the Musicola for an example).
Stop	Perform an action on an agent. Similar, again, to push but sometimes has a different action on an agent (try the Musicola for an example).
Approach	Walk towards an agent.
Retreat	Walk away from an agent.
Hit	Hit an agent. Norns can hit other creatures!
Get	Pick up an agent.
Drop	Drop whatever you are carrying.
Yes	Another way of rewarding a Norn for good behaviour. It has an effect identical to a tickle.
No	Another way of punishing a Norn for bad behaviour. It has an effect identical to a slap.
Look	Look at an agent.
Eat	Eat an agent.
Express	State current desires and needs.
Happy	Similar to express, this will ask creatures how they are.
Left	Travel towards the left.
Right	Travel towards the right.
What	Asks what a creature is doing.
Rest	Encourages a creature to take a rest. If a creature is really tired, it may sleep, but they depends on whether or not it has more pressing things to worry about.

Creatures will, over time, build up relationships with other creatures, so you may see your creatures expressing how they feel about other creatures. Creatures remember whether interactions with a particular creature were positive or negative, but don't worry – bad impressions fade over time! You can find out what one creature feels about another by asking it. For example, type 'Bob hate Lucy', or 'Lucy like Bob' to find out just how Bob and Lucy feel about each other.

Norns can also learn words off each other! If you have a baby Norn that does not know how to speak, you'll see it gradually pick up language from those creatures around it. It it is surrounded by Norns that have also not been taught, eventually they will form their own vocabulary of words- they'll be able to understand each other, but you won't! Norns will also tell each other what they've learnt:

> **Laura the Norn:** Laura hungry for starch
> **Bob the Norn:** Maybe eat seed Laura

In this instance, Bob has suggested to Laura that eating a seed is a good way of dealing with her hunger for starch. Even baby Norns will make suggestions to their elders, although theirs will probably be based on instincts, rather than life experience. A creature gives advice if it feels it has been in the same situation and knows what helped it resolve that desire. If a creature has no idea how to help it will stay quiet, but that doesn't always mean that the ones that are speaking are right!

It can be amusing and enlightening to hear the advice given by some creatures – remember that their learning isn't perfect and it is possible for them to confuse the action that lead to their own satisfaction! Here's an example of confused advice being given:

> **Sid the Norn:** Sid really bored
> **Nancy the Norn:** Maybe hit door Sid

Keyboard Tip - You will find yourself typing certain phrases fairly often so it is a good idea to set up some shortcuts that will allow you to say that phrase with a single key press. You can assign the phrase you have just said to a shortcut by holding down the SHIFT key and pressing one of the function keys F6 to F12. For example, type the sentence 'Eat fruit' and press RETURN. Hold down SHIFT and then press F6.

Now, whenever you press F6 the Hand will say 'eat fruit'.

3.4 Step 4: Breed Them

Once you've taught your Norns some basic language, and you're successfully dealing with the moment-to-moment care, such as providing food or entertainment for your Norns as required, you can work towards having your first baby Norn. Norns are usually ready to breed after about an hour of life (that is, an hour of life according to the game time clock. On slower machines, this might be longer than a true hour). This varies because each creature is slightly different, and when you start breeding your own they'll get genetic mutations that may change when (or indeed if!) they become fertile. You can use Agent Help to find out which life stage your Norns are at.

When Norns are fertile, they release pheromone chemicals that other creatures can detect. Mating is a strong instinct for them, and usually, they'll breed without human interference. However, a little matchmaking can certainly move things along a bit more quickly. Placing a male near an adult female is a good start. If a creature uses the 'push' action on another creature, it can trigger mating. Try saying 'push Norn' to a group of adult Norns, and see what happens!

When Norns mate, they make a long kisssssss-pop sound, very unlike a normal kiss. Females will not always become pregnant after mating, as it depends on where she is in her hormonal cycle. If she does become pregnant, then you'll see a pregnancy Life Event icon appear below the HUD at the top left of the screen.

Clicking on this will take you directly to the expectant female. When she lays her egg (after about ten minutes), an egg event will appear. Clicking on this will take you to the laid egg. Pregnant females have a strong instinct to return to the incubating heat pan to lay, so you may find that a lot of your females chose to lay their eggs very conveniently for hatching!

Once the egg has been laid, you can either leave it to hatch in the wild, or take it to the heat pan, if it has not been laid there to start with.

It is possible to trace a particular Norn's ancestry, by using the Agent Help. Click on your Norn, and then choose the History page. This page lists all important events in the Norn's life, and who was involved. For instance, by the birth event of your Norn, female and male symbols represent the mother and father of that Norn. Click on these symbols will select those parents.

3.5 Step 5: Care For Them

Generally speaking, a well fed, well looked after Norn will enjoy good health for most of its life. However, there are hazards out there the novice Norn breeder should be aware of, including infection and disease, poisoning and starvation.

Just like our world, Capillata is full of bacteria. They float around the place, and mutate and change even more than your creatures do. Your Norns, however, have a complex biochemistry and an immune system that can fight off most infections.

If a Norn comes into contact with bacteria, they may become infected and some of these can be deadly. It's best to check on the health of your Norns regularly and the HoverDoc and the Containment Chamber both provide facilities for staining bacteria and making them visible to the naked eye.

Poisoning can happen as a result of eating spoiled food, bacterial infection, or even ingestion of something nasty in someone else's world. You may, from time to time, find poisoned Norns from someone else's computer wandering around your world!

Norns can also starve if not fed over a long period of time, especially if they get distracted by other Norns or by a nice toy. The treatment for this is obvious: isolate them, and get them to eat something!

However, don't lose hope if you get a sick Norn. There are two powerful medical tools in Capillata designed to diagnose and treat illness.

The HoverDoc

The HoverDoc is a Shee constructed creature, capable of diagnosing all known Norn diseases, and suggesting a cure. See section 4.1 for more information.

The Containment Area

The containment chamber is where new Norns arrive on your station, and acts as quarantine for new creatures. However, you can also place any of your creatures in there to check their state of health. The workshop display screen will give you more technical chemical information on your Norn's digestion than HoverDoc, but otherwise is capable of much the same things.

You can normally tell a sick creature because they will not act normally. Watch out for the following signs:

- · Sneezing or Coughing
- · Shivering
- · Lying down and making groaning noises
- · Complaining about being too hot or in pain

There are some simple steps you can take to cure a sick Norn:

- · Keep the Norn warm and well fed
- · Keep it away from healthy Norns
- · Use the bacteria detection and removal sprays produced by the HoverDoc or Containment Area. The HoverDoc will be able to tell you how to combat bacterial toxins

This also generally applies to hurt or poisoned creatures. 'Doing the rounds' regularly with the HoverDoc – checking each Norn's health – is a good way to keep a healthy population of Norns.

3.6 Step 6: Give Them a Good Burial

It is said that nothing in life is inevitable, save death and taxes, and this is partly true for Norns. They don't pay taxes, but they are bound to shuffle off their mortal coil sooner or later – hopefully later. The natural life span for a Norn is about seven hours, although you may get longer lived mutants. Of course, they can die of disease or misfortune before this time, so it's up to you to try and give them a long and full life.

When a Norn dies, a death event will appear below the HUD. You can click on this to proceed to the dead Norn. You can say whatever last words you wish over your departed one by using Agent Help on the body and adding text to their history information. With time the body will disappear in a haze of sparkly fog.

If you have had a Norn die for no apparent reason, the HoverDoc can perform post-mortems, and tell you what went wrong.

4. The World and Everything in it

Docking Station is a living space station, divided up into different sections with varying uses. It is designed to dock with the Shee Ark, the vast biological space ship built by the Shee. Navigation around the space station is via lifts and doors. Clicking on doors opens them, and lets through any nearby creatures. Creatures can open doors unless they are specifically locked out. This is to prevent any dangerous residents of your space station from wandering where they like (there are other species apart from Norns roaming in cyberspace – **see Chapter 4.5**). Lifts have a call button, to summon them, and then can be pushed or pulled to move up or down. There are four main areas in the Capillata:

4.1 Norn Meso Area

This is the favourite area of the Norns, an area filled with lots of different food and many plants, animals, and toys.

Muco, the Egg Layer

This biological machine acts as a repository for Norn DNA. It can lay a male or female egg of any creature it has a stored genome for. If you have Creatures 3, you will have even more Norn breeds of Norn. Muco lays eggs directly onto the incubating heat pan to its left.

HoverDoc

This little critter likes to follow your Norns around and monitor their health. To activate the HoverDoc drop it onto a creature and it will open up and produce a display. You can pick up the HoverDoc and drop it onto another creature if you want to monitor that one, or drop it on the floor to close it up. By clicking on the blue slide-out panel, you can also check for bacteria, poisons, or get a detailed readout of the Norn's emotional state.

Ginger

This is a female baby Norn. She is tired and needs to have a rest.

> *Keyboard Tip – Having trouble finding the HoverDoc? If you hold down CTRL and H, the game screen will move to the HoverDoc – and he will bounce into the air to help you locate him!*

The first page of the HoverDoc shows you the name of the creature, its gender, its most pressing drive and what you can do to help the creature relieve its need.

Clicking on the white arrow on the right of the HoverDoc allows access to more advanced pages, detailed below:

Drives Display This page shows the state of each of the major drives that make up the well being of the creature. Around each drive icon is a powerbar that shows how pressing that drive is – the more the bar is filled in the stronger the drive. The creature will be trying to reduce its drives as best it can but there is no harm in trying to help it!

Bacteria Monitor This page scans the creature for bacteria and if any are found a close up image will appear in the centre display. The two buttons on this page release a mist – one kind will stain any bacteria that comes into contact with the mist, while the other kind will kill any bacteria it touches.

Toxin Control This page will scan the creature for the presence of harmful toxins in its bloodstream, and if any are found shows you which ones and their concentrations. Clicking on the green tick will provide clues as to how to help the creature recover from this toxicity.

Fertility and Breeding This will graph the major chemicals involved in fertility and breeding. If the creature is female and pregnant the indicator on the top left will show this fact. You can increase or decrease the fertility of a creature from this page.

Holistic Learning Machine
This incredible device will teach your Norns their full vocabulary in just a few seconds. It seems to be a very pleasurable experience for the Norns, as well. The only downfall is that the Norns themselves must activate it – and of course, you can't tell them to 'push machine' before they know their words. Just think of it as an interesting challenge.

Empathic Vendor
This food dispenser taps directly into your Norn's mind, reading their thoughts as to what they'd like to eat. It dispenses star seeds, yarn fruit, or Peaking Pie – all good nutritious foods. Peaking Pie can even cure some forms of poisoning. You can also activate the empathic vendor using the Hand, creating whichever of the three foods you like.

Pods
When the lone Shee left Albia he took with him a selection of plants and animals that he had been experimenting on, some of them designed for creature care while others were simply to provide balance to life on the ship. All of these specimens were contained within protective pods to provide a suitable environment to sustain growth. Unfortunately, during the launch many of these pods broke open and the inhabitants were released

to roam free. Not all of these specimens survived though without their protective pod, so now the flora and fauna of the Capillata can be considered to exist in two varieties – contained and free-roaming. There are five containment pods within the Meso: the Justanut pod, the lemon tree pod, the carrot pod, the Stinger pod and the Commedia pod.

Justanuts are, well, just a nut. They're a good source of starch.

Lemons are almost the universal Norn medicine. They cure a number of different illnesses, and the HoverDoc may well advise you to feed lemons to a sick Norn at some point.

Carrots are a nourishing food that is able to grow in the wild almost anywhere – as long as your greedy Norns don't eat them first! It is worth remembering that Capillata carrots have some medicinal qualities you will not find in the Shee Ark carrots.

Other Agents in the Meso

The **Commedia** is a jelly-like life form capable of changing its appearance into anything it fancies. It was created as an amusement for Shee and a distraction for inquisitive Norns! Normally, it lives inside its pod, where a constantly changing series of holograms keep it exercised. You can click on its pod to release it, or drop it back into the pod to re-contain it. Once near a Norn, it will change shape into something nearby, maybe even something microscopic. Commedia exists solely to please Norns, and the Norns in turn love to play with it.

Stingers are a bit nastier... they'll form nests and sting your Norns. The Shee had some odd ideas of what creatures made good travelling companions. Luckily, the stingers are sealed in a pod, unless you choose to release them. If you get a bad infestation of stingers, your Norns may be able to help you get rid of them...

Musicola This device created some of the most subtle and enduring works of Shee music at one time. Norns enjoy music, and you'll find they like playing with it, though perhaps not with as much finesse as the Shee did.

Toy Robot Another little toy for bored Norns!

Bramboo A flowering and fruiting plant, found in the lower areas of the Meso, that is capable of mutating and changing both height, and flower and fruit colours. Eventually, a mature Bramboo cane will collapse to the ground, releasing lots of nutritious fruit.

Trappers The stinger's greatest enemy, and the Norn breeder's friend. The trappers love nothing better than three square meals of stinger a day, except perhaps six square meals of stinger a day. When very well fed, they release seeds – so, the more stingers you have, the more trappers you will get.

Tubas These are low growing plants that can grow practically anywhere, or so it seems. They produce a tasty round tuber when mature, which is not only a good source of food, but can cure some forms of poisoning. It is also the favourite meal of the Snotrock.

Snotrock The bizarre half-plant, half-animal Snotrock lives a peaceful life, nibbling tubas and looking for other Snotrocks to exchange stories of funny shaped tubas with. It is entirely harmless.

Explodonut As the name suggests, these nuts are not for the faint hearted! Although they are a good source of starch, eating them before they explode may present problems. However, the problems of trying to eat a nut before it explodes are probably nothing to the problems you'd get if it exploded after you'd eaten it. Luckily, the Norn's digestive processes seem to stop the nut exploding after ingestion.

4.2 Atrium

The Atrium is the central area of Capillata. It contains doors to the other three areas of the station, and if your station is docked, it will also contain a lift that will transport your Norns through to the Ark.
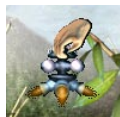
4.3 Comms Area

This is the central command area for the station, an area where all the other areas can be spied on, and new items added to the ship through the Creator machine.

Camera Displays

Around the space station, you may have noticed little spinning metal gadgets that hang in mid-air. These are remote cameras, and can monitor everything happening in an area. There are six of these cameras, and they each have their own screen. The cameras can be picked up and moved by the Hand or dropped onto a creature. Cameras attached to a creature will follow that creature wherever it goes – until it dies or leaves your ship.

In the Comms area, click on one of the screens to make it appear on the larger central screen – and control its movement using the cursor buttons that are on the right of the large screen. Each of the camera screens has a button on the frame that will jump you straight to the position of that remote camera.

The Comms Computer

This giant machine can perform a number of functions. The icons on the left side of the comms computer allow you to access the following pages:
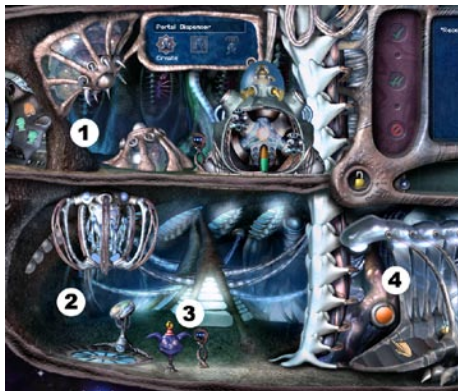
1. **Contact List** This page displays a list of all the other players within the Docking Station universe that you have made contact with. You can see if they are online at this time (obviously you have to be connected yourself!) and classify them as a friend or as a foe. Contacts will be discussed at more length in **Section 5**.

2. **Message Centre** The message centre is where you can send messages, or view messages you have received. See **Section 5** for more information.

3. **Chat** From this page you can start a chat session. See **Section 5** for more details.

4. **Agent Injector** This section of Comms allows you to add expansion items to Docking Station. If you see no items listed on this page then you need to go and get some to download! **Section 7** has more information on finding new items and injecting them.

5. **Options** This page gives you options to control the icons that will appear from time to time to inform you of special events. You can choose which warning icons to display and how many life events to show at one time.

6. **Websites** This page of Comms gives you access to important web resources for Docking Station. There are a few standard entries that will appear here: Docking Station Central, Creature Labs Support and Creatures 3 information. If you have obtained additional agent files with web site information in them then these sites will be listed here too, this makes a handy list of all the sites you have obtained agents from!

4.4 The Workshop

The Workshop is the area of the ship in which the generally useful stuff is kept. Here, you'll find the portals used for Internet travel, plus the containment chamber that controls Norn's ingress and egress and monitors their health.

1. **Portal Dispenser** - This machine makes portals, which are doors to other worlds. It can also program them- giving them a name and a destination. When in programming mode, the portal dispenser 'borrows' the screen of the containment area to the right.
   Once a portal is made and programmed, Norns can wander freely between the connected worlds with no help from the user. If your Norn doesn't like you, maybe it'll decide to leave...

2. **Teleporter Base** - This is the central hub of the Capillata teleport system. There are three movable teleport pads: yellow, green, and blue. These can be picked up by the Hand, and placed wherever you wish. Once activated, these three teleport pads will transport a Norn back to the teleporter base. There are three button controls on the teleporter base, one in each colour to represent the three teleporter pads. Clicking on one of these will teleport the Norn onto the teleport pad of that colour. These can be very useful for providing quick movement around the ship, going from one pad to the base – and then onto a different pad.

3. **Training Dummy** - Got a Norn that does nothing but slap other Norns? This dummy appears to be another Norn to your creatures (Norns are sometimes not all that bright). When they perform an action on the dummy, a speech bubble will appear and tell you what action they performed. You can use it, along with slaps and tickles, to retrain a bad Norn for rehabilitation into Norn society. Clicking on the hat of the training dummy morphs it into one of the other species a Norn could run into (see **Section 4.5**) – the training follows the same method but this time the lesson will be in regard to this new species.

4. Containment Chamber - This is a little room inside a room, into which new arriving Norns appear. Within it, you can check over their health to make sure they won't do any harm to your present Norns, or send the Norn on again if you don't want it! You can find out more about the features of the Containment area in **Section 5**.

4.5 Some Visitors You May Get

The Shee created three main species during their time on Albia. In fact, they may have created more which haven't been discovered yet! One of these you will have already met: the Norn. If you have just Docking Station installed on your computer, these are the only creatures you will be able to create as eggs in your world. However, if you have Creatures 3 installed as well, you may get some other species visiting your world:

Norns (Cyberlifeogenis Cutis)

You don't know what a Norn is? Have you been reading this manual at all? Norns are cute loveable creatures, who love each other's company, and are very curious – in fact, they have a penchant for getting themselves into trouble.

### *Grendels (Cyberlifeogenis Vicious)*

With all that cuteness and innocence packaged into the furry Norn the Shee had plenty of nasty material left over and the Grendels are the result of that striving for balance! They carry disease, steal eggs, and like to find an innocent Norn and beat it up. Keep them away from your Norns if you possibly can! They can be seriously nasty and even though you can see some short-term improvement in their behaviour towards Norns if you train them, they often revert back to their animal nature.

Ettins (Cyberlifeogenis Kleptomania)

The Ettins were made to be workers, cleaners and caretakers. However, they have not been kept fully occupied during the long voyage from Albia and their idea of tidying is to remove everything not stapled down! They love hoarding machines of any kind, and can be a real pest at times. However, they are harmless to your Norns, if not very sociable.

You can use the doors in Capillata to keep Ettins and Grendels apart from your Norns, if you wish. Each door has three symbols next to it- one for each species. Clicking on a symbol will make it toggle between red and green. A green symbol means that species can pass, and a red symbol means that it cannot operate the door. Be warned, though – if you operate a door, all creatures will pass through it, regardless of species, if they are near enough!

Allow Norns to
use this door
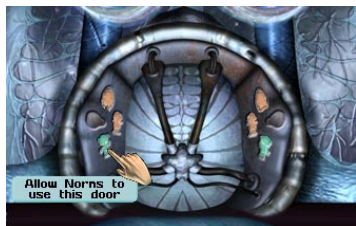
5. Internet Play

Perhaps the most exciting feature of Docking Station is its ability to link to other online Docking Stations to form a vast web of connected worlds, through which your Norns can travel at will.

5.1 Getting Started

In order to connect to Docking Station, you need an Internet dialup connection. If you can browse the web from your computer, you are capable of connecting to the Docking Station server! You must also have registered your product, as described in **Section 1.5, Installation**.

Each new world you create will require you to connect to the Internet in order to check your registration, but from then on, you can choose to play online or offline as you wish. To switch between the two, press the little green button by the HUD display. When this button is bright green, you are connected. When it is dull green, you are playing offline. Pressing the button toggles between the two states.

Note that each time you load a world it will be offline, regardless of whether you are connected to the internet or not – so if you find your friends don't seem to be online, check your little green button!

5.2 Your Contacts

Obviously, once you go online with Docking Station, you'll be eager to get hold of your friends and show them your splendid examples of Nornhood. You'll need to put all the people you like talking to on your in-game contact list. This will enable you to send them messages, chat to them and send them Norns directly.

The first time you receive a creature or message from a player, an entry will automatically be created in your contact book. Similarly, if you choose to send a creature into the warp using the 'any online user' contact then the recipient will be added to your contact book.

If you want to add a particular user to your contact book, you'll need to go online and access the Docking Station website. Use the find user link to find your friend. Make sure you know their nickname or email address first! Once you have found the person you're looking for, click on their profile, and then choose the link 'add user to my contact list'. This will add the person to your in-game contact list. If you are online at this point then the entry will be appear in your contact book within a few seconds. If you are offline then it will appear the next time that you connect to the Creatures Labs server.

Once someone is on your contact list, you can alter his or her status to neutral, friend, or enemy. You will be notified if someone on your friends list comes online or goes offline. Anyone friendly or neutral can send you Norns, but an enemy cannot send you Norns or talk to you at all.

Handy Hint - So you've got pages and pages of contacts and you decide you want to start a new world, but upon starting it you find your contact list empty! Help! Those two buttons on the left of the contact list allow you to export your current contact list, or import new contacts from a previously exported file.
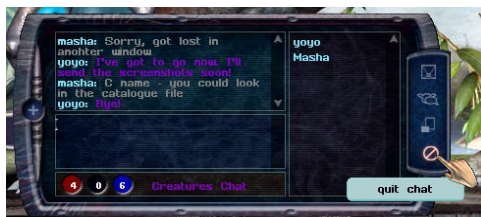
Don't worry about accidentally pressing 'import' - it won't remove your existing contacts only add new ones from a previously exported file on your computer. Importing a contact list is much quicker if you are not connected to the server.

Making someone your lifelong friend (or enemy) is simple. Go into the Comms area of the station, and press the View Contacts button on the left-hand side of the main display screen. This will bring up a list of all your contacts, together with a little smiley face, showing what you think of them. Clicking on this face will cycle through the three possible states of the contact – green smiling face for friend, yellow indifferent face for neutral, and snarling red face for enemy. Set each contact to what you wish it to be, and the game will save that person's status. Note that contact lists are unique to each world you create – so if you set someone to 'friend' in one of your worlds, they won't be a 'friend' in your other worlds until you set them to 'friend' there too. An exported contact list retains the status of your contacts, so when you import them they will still be classified as friends or foes.

5.3 Message System

You can contact your online friends through Capillata's message system, to pass such messages as 'Did you know your Norns are all leaving you?', or 'What is this Grendel doing in my world!'

There are two different communication agents on board the station – the chat agent, and the messaging agent. The chat agent allows you to talk to a person in real time online. The messaging agent can send messages to a single user for them to receive either right away, or if they are offline the next time they log on.

To chat to someone, you must have an entry for them on your contact list. Go to the Comms area, and press the Chat button. This will open up the chat agent. Choose who you wish to chat to, and click the green tick. This will then send them a chat request. They will be able to choose whether to accept or refuse this chat request within the next 60 seconds. If you get no reply, they are probably busy or away from their computer. If they accept, the chat window will appear. Type in the bottom box what you wish to say, and press return. The other person will receive your message within seconds.

The messaging system works more like an ordinary email service. Press the envelope button next to the main screen, and then press the button to the immediate left of the screen that looks like a pen and ink-well. You must then choose a recipient. Just like in email, type a subject heading, then write the body of the message, and press the green tick to send it.

Both the chat and messaging agents can be detached from the Comms screen and wander the ship with you. Press the bottom 'jigsaw' button to make the agent float, and it will stay on your screen. The shrink button above the jigsaw button neatly tucks the agent away so that you can see your Norns easily.

5.4 The Warp

The warp is the mechanism by which creatures can travel from one player's world to another. Every creature that travels through the warp leaves behind it a trail that can be tracked from the Docking Station Central web site. From here you will be able to find the current location of any creature that has travelled, find out where it has been, what it was doing and if it has produced any offspring! Each warp creature, and their carer, is also entered into the league ratings on DS Central, with different statistics available for all to see.

For these reasons it is advisable you don't enter personal information into any of the text areas within Docking Station or Creatures 3. For example, writing your real name and address in the description section of Creature History is not a good idea if you are going to send this creature out into the warp! It could end up anywhere and will also be visible if people investigate the history of your creature.

That said, sending and receiving creatures from the warp is a great way to expand your gene pool and you could find that your particular creatures are much in demand!

Entering the Warp via the Containment Chamber

There are two main ways for your Norns to travel to other online worlds. Both use the Warp – a subspace conduit through which your Norns are beamed as pure energy to wherever they are headed. The first route to the Warp is through the Containment Chamber in the Workshop area of Capillata. The Containment Chamber can be used to send and receive Norns from anyone in the world. By default, any Norns sent to your world automatically end up in the Containment Chamber for you to check over before entry into your world – such creatures are now classed as immigrants (see **Section 5.4.1.3** below).

You can use the medical facilities of the Containment Chamber to vet these new arrivals' health or administer aid.

Chamber Sending To send a Norn to someone else, place your Norn into the Containment Chamber, and close the door by clicking on the lock icon between the screen and the chamber. Choose the 'Configure the Chamber' icon from the top of the screen and you will see a list of your contacts. Select the face of the creature from the display and click on the name of the person you wish to send the Norn to. Then click the left pointing arrow by the 'Send to' window to add them to that column. The Containment Chamber can only have one person specified in the 'Send to' column but portals are different (see next section). You can't clone Norns by sending them to lots of people at once!

Click the single green tick on the left of the screen to send the selected creature to the person specified in the 'Send to' column. Depending on the speed of your connection, the game may pause at this point until the Norn has been sent.

You can also choose to send your Norn to 'any online user'. The Norn will then be sent to any user who is online at that time. This can be a good way to make contact with other users but obviously you have no say in where your precious Norn is sent! Once the creature has been sent the screen will display the name of the player the creature was sent to, and they will be added to your contact book for future use.

You can use the Docking Station Central site to follow the voyage of your creature, and see where it goes to next!

Sending your Norn to 'any friend' only works if you have already have contacts you have classified as friends using the Comms computer. If you have a number of people classified as friends then the creature will be sent to one of these people randomly. They do not have to be online for you to use this option as the creature will be waiting for them next time they log on.

Chamber Receiving You can choose here who to receive Norns from as well. This can be useful if the Norns on a friend's computer choose to start a mass exodus! Normally, your Containment Chamber can receive Norns from any online user, but you can alter this to only certain people on your contact list if you wish. Select the contacts you want to receive from and add them to the 'Receive from' column.

Immigration When you receive a Norn in the Containment Chamber you will receive a notification just underneath the HUD. Clicking this icon will take you to the Workshop screen. You can find out more about where your visitor came from by selecting the creature's face in the Workshop screen and clicking the immigration button. This will provide information about who raised the Norn, and who sent it. You can choose to either accept or reject this Norn using the single tick or cancel buttons at the left. Accepting the creature removes its status as an immigrant, while rejecting it, will send it back through the warp to where it came from. You will be unable to open the door to the chamber while there are still immigrants waiting clearance to come in! From immigration mode you can either deal with creatures individually, by selecting their face and viewing the information before clicking the single tick, or you can grant access to everyone in the chamber by clicking the double tick. Be sure you know who you are granting access to before clicking this button!

Using the Portals
It is also possible to connect your world permanently to another person's, using the portal system. Unlike the Containment Chamber, portals are a method Norns themselves can use to cross between worlds. You cannot force a Norn through a portal – you have to ask them to 'push portal'. Of course, a Norn may decide itself to go through a portal without any pressuring from you! Portals, therefore, are both powerful and a bit dangerous. You may lose your favourite Norns through a portal if they simply don't like where they are. However, it does mean you can transport any Norn anywhere in your world without first directing them to the workshop area.

You can have up to 10 portals in your world at any one time. To create a portal, go to the workshop area, and use the portal dispenser. You'll find the portal dispenser in the top left area of the workshop.

Click the create button to make a portal – it will appear and tendrils from the device will wrap around it. Click the configure button, and the game will zoom to the workshop display screen. You can then choose how to set up the portal – who it will send Norns to, and who it can receive Norns from.

Be warned – Norns can enter your world at will through portals and bypass immigration – they will not arrive in the containment area, so you will not have a chance to check or reject them. However, an event icon will appear if a Norn warps into your world through an open portal. Setting a portal to receive from 'any online user' makes your world utterly open to all other online worlds, and should be used with caution!

You can choose more than one contact for the 'Send to' column and the final destination will be chosen at random when a creature activates the portal.

Once a portal is programmed and named to your satisfaction, press the release button to remove the portal from the programming device. Clicking on this portal will now open it. If you are online and the receiver of the portal is also online, a blue Warp entrance will appear in the middle of the open portal. This portal is now active and ready to receive or send Norns wherever they wish to go.

6. Advanced Play

This section is for players who want to know a bit more about the internal workings of the average Norn, and perhaps learn to understand some of those readouts a little better! If you're not interested in the more scientific side of the game, miss this chapter out.

6.1 The Genome and Creatures dDNA

All creatures, be they Norns, Grendels, Ettins have genetic information in the form of Creatures Digital DNA, or dDNA for short. This controls everything about the creature – its internal biochemistry, appearance, even behaviour. If you took a Grendel genome, and gave it to a Norn, the Norn would, quite simply, become a Grendel.

When an egg is laid in the game, a unique genome is created for that creature only. These are kept in the Docking Station /my worlds/name of world/genetics/ folder. If you look in there, you'll see some incredibly long filenames, such as 001-haze-t4bgg-dzwur-efsuf-a5yl3.gen. This is one of your living Norn's genomes, saved to your hard disk. Finding out which of your Norns owns this particular genome is simplicity itself. Use Agent Help on your Norns, and turn to the advanced information page. This is the last page of the Norn agent help. There you'll see that the Norn's moniker is displayed – this is the filename of its genome.

The genome of a Norn is also stored within the game- so if you switch the file names of the genomes of two of your Norns, you won't get them swapping all their characteristics. However, the genome files are used to make the Norn's offspring, so any babies will inherit the crazy mixed up genome you fiddled with!

As you may be aware, humans have 46 different lengths of DNA in their genome. These are called **chromosomes**, and are each packed to the brim with genes and various other useful stuff. Norns have just a single chromosome – one continuous length of DNA. When two Norns breed, the baby Norn's DNA is a mixture of the two parent's. This is achieved by a process called **crossing over**. The two parental chromosomes are laid out side by side, and then they switch sections of DNA, so that you end up with two mirror image chromosomes. One is thrown away, and the other is kept for the baby. What happens if one of these cross-over points is in the middle of a gene? Well, more often than not, the gene is changed in some tiny way – it is mutated.

This is why the genome of every Norn you breed is unique – the probability of a cross over appearing in exactly the same place twice, and causing the exact same mutation, is very small, and that's only with the exactly the same parents, anyway!

6.2 Digestion

If you have played the game by now (nobody reads the whole manual before having a go at a new game, do they?), you will have noticed that Norns have three different forms of hunger: hunger for starch, hunger for protein, and hunger for fat. There are, indeed, three different food groups within the Norn's diet. A Norn should get a mixture of all of them to be healthy.

The nutrition any individual Norn gets from its food depends upon its genes, but as a general rule, generation 1 Norns get starch and fat from seeds, protein and starch from fruit, and fat and protein from food items. It is important to realise that foods with fat in aren't 'bad'. Fat is just an important a source of energy as protein and starch. Once the Norn eats starch, fat or protein, they are broken down into smaller molecules – glucose, fatty acid and pyruvate respectively. These are then used to power all the Norn's actions, and used up in the process. However, if the Norn simply turned all food straight into energy, they would either collapse, or have to eat continuously, just to stay alive. Therefore, they store glucose, fatty acids and pyruvate as glycogen, adipose tissue, and muscle tissue respectively. As they expend energy, they use up these stores. As glycogen gets low, a Norn gets hungry for starch, as adipose tissue gets low, the Norn gets hungry for fat, and as muscle tissue gets low, the Norn gets hungry for protein. If a Norn is low in glycogen, they'll often lie down and groan. This is a good sign that your Norn has not been eating enough, and it's best to isolate them and give them a good feed. Female Norns that have laid a number of eggs often need isolating in this manner, to give them a chance to rest and eat.

As a rule of thumb, a Norn with a high amount of glycogen, adipose tissue, and muscle tissue is a healthy, well-fed Norn.

6.3 Poisons and Antidotes

Even a healthy Norn can fall foul of some of the nastier influences in the world, and one of these is poisoning. Many of the bacteria produce various toxins, and creatures can get ill from eating things that they shouldn't. For instance, detritus is really not a good diet for a Norn! It is also possible to have a Norn born with a mutation that results in chronic poisoning.

However, do not despair, since all the poisons in Capillata have an antidote. These antidotes can be found in various edibles around the station. If you have a Norn you suspect might be poisoned, drop the HoverDoc onto it, and click the right hand arrow to slide out the options panel. Click the bottle sign to look for toxins in the Norn's bloodstream. The HoverDoc will tell you if there is anything there shouldn't be in the Norn's system. Click the green tick at the top of the screen, and it will tell you a suitable treatment.

Here is a list of all toxins, their effects, and the antidote:

Poison	Effect	Antidote
Heavy Metals	Slowly destroys the immune system, and causes permanent infertility if not cured.	EDTA
Cyanide	Slows down the Norn's mitochondria – the main energy producing organ. In large doses, can cause instant death!	Sodium Thiosulphate
Belladonna	Slows down the Mitochondria, and upsets the Norn's emotional state and chemical regulation systems.	No cure – Belladonna slowly decays over time
Geddonase	Reacts with adipose tissue, removing it from the Norn's system.	Slowly decays over time
Glycotoxin	Reacts with glycogen, removing it from the Norn's system.	Arnica
Histamine A	Causes sneezing. Often a sign of illness.	Antihistamine
Histamine B	Causes coughing. Often a sign of illness.	Antihistamine
Alcohol	Found in fermented detritus. Affects the Norn's emotional state, and can cause long term damage to the liver.	Dehydrogenase
ATP decoupler	The nastiest poison there is, this stops any energy production in the Norn's body. Often causes instant death. Luckily, it is very rare.	Medicine One
Carbon Monoxide	Prevents uptake of oxygen during breathing.	Anti-oxidant

If you wish to watch the effects of an antidote, or keep a closer eye on your poisoned Norn, take it to the Containment Chamber. Once sealed within the containment pod, click on the Norn's face in the view-screen above the pod, and then click on the red cross to the right of the main screen. This will activate the health scanning facility. Click on the bones symbol to access a graph of your Norn's toxins.

6.4 Immunity and Disease

As if poisons weren't enough, there are bacteria floating around on board Capillata that your Norns can catch disease from. These bacteria are capable of breeding and mutating, changing in numbers and disease severity over time. The symptoms of disease are highly varied, ranging from a mild infection that you won't even notice your Norns have had, to diseases that can kill in a few minutes. Therefore, it is important to give your Norns regular check-ups with the HoverDoc, and treat any diseases your Norns catch. To test for disease using the HoverDoc, drop the HoverDoc onto a creature, and then click the right hand arrow to slide out the options panel. Click the little bug-like symbol second from the top. The HoverDoc will then scan the Norn it is currently paying attention to for bacteria. You can also scan the immediate area for bacteria by pressing the magnifying glass, and kill them off using the symbol of a bug with a cross over it. The containment area can also make bacteria visible and kill them off using similar sprays. When made visible, bacteria appear as little yellow dots. If you see one follow a creature around, it is likely that creature has an infection of some kind.

When a bacteria is infecting a Norn, it injects it with one of eight different antigens, named antigen 0 – antigen 7. Some of these antigens react with the Norn's biochemistry, producing toxins such as the histamines. All the antigens can affect long term health by causing withering of the Norn's internal organs. However, this only becomes a problem if a Norn has many infections during its lifetime, so don't panic! The antigens have a good effect, too. They stimulate the Norn's immune system to produce one of the eight antibodies, appropriately called antibody 0 – antibody 7. These will eventually fight off an infection, even if it is not cured by the containment area or the HoverDoc first.

The bacteria themselves can also inject toxins into your Norn's bloodstream. If you find a Norn with an odd case of poisoning, the chances are it has had an infection at some point. Since the bacteria evolve, you never know what symptoms a disease will cause.

6.5 Fertility

For many people, the objective of playing with Norns is to breed more Norns. A knowledge of the ups and downs of the Norn's hormonal systems is very useful for this.

All Norns become fertile when they reach youth. In male Norns, fertility depends upon the testosterone chemical. The level of testosterone depends upon the Norn's age and general health. The larger the amount of testosterone, the more fertile the Norn. Female Norns also have a similar chemical, oestrogen. However, the levels of oestrogen cycle from high to low and back again. The female is only fertile when oestrogen is high.

When a Norn is fertile, it needs to find a mate in order to breed. They do this using pheromones. When a Norn is ready to mate, it produces an internal chemical called Arousal Potential. If a Norn is not ready to mate for any reason, it produces Libido Lowerer, which removes any sex drive and arousal potential from the Norn's system. If a creature of the opposite sex and the same species is near, their pheromones trigger production within the Norn of Opposite Sex pheromone. This reacts with Arousal Potential to create the Norn's sex drive. When the two Norns are 'friendly' enough, they will kisspop, and the female might get pregnant.

It is possible to increase the likelihood of two Norns hitting it off using the HoverDoc. Place the HoverDoc over one of your candidates, and click the right hand arrow to slide out the options panel. Choose the bottom symbol, of the interlinked male and female icons. This will display a graph of the male or female hormones, depending on who the HoverDoc is looking at. The hormones are colour coded:

Dark Pink:	Arousal Potential
Red:	Sex Drive
Yellow:	Progesterone
Green:	Opposite Sex Pheromone
Cyan:	Testosterone
Dark Blue:	Libido Lowerer

You can encourage Norns to mate using the up and down arrow buttons on the HoverDoc display. These will inject the Norn with Arousal Potential and Sex drive. They are likely to go hunting for a mate soon afterwards!

If the female gets pregnant, a small egg will appear in the HoverDoc's icon of the Norn. During pregnancy, progesterone rises constantly. When it reaches a peak, the Norn will lay an egg. Progesterone, as well as tracking pregnancy, prevents the Norn being fertile while pregnant, and thus prevents multiple pregnancies. For a while after giving birth, the female is infertile, and slowly recovers her fertility over time.

6.6 The Norn's Brain

Although there is no way to look at a Norn's brain directly within the game, knowing a bit about its inner workings does help us understand why a Norn acts like it does.

Norns are not programmed in the same way a computer is programmed – they have no internal instructions telling them 'When A happens, do B'. Instead, their behaviour is emergent – that is, it results from a set of certain conditions. As you no doubt know by now, Norns have a set of emotions or 'drives', such as tiredness, hunger or boredom. The Norn's behaviour at any one time is always an effort to reduce one of its drives, normally the highest one. It has to figure out for itself how a drive can be reduced – what action to take, and what agent to involve in this action.

The Norn's brain is neural network based to allow them to learn how to reduce the drives. Neural networks are a model of the way our own brain works. Our own brains are basically a series of fine connecting wires, down which pulses of energy can be sent as messages. As we grow and learn, the shape of the net and the connecting points change and migrate. The same thing happens in a Norn's brain, albeit virtually. Anything that strongly alters the Norn's drives, raising or lowering them, strengthens the current connections in the neural network, so that momentous events, such as getting stung or eating something tasty, are 'remembered'. The Norn can remember events as bad or good, and know to avoid or perform that action in the future. You can encourage this memory process by slapping or tickling a Norn, as described near the beginning of this manual.

But if a Norn's brain is randomly wired at birth, how come they don't perform entirely random and nutty actions when they first hatch? Well, if they did they'd probably die pretty rapidly, so like us again, they have instincts. A Norn's instincts are genetically encoded 'ideas' of what will happen given a certain action. For instance, there is an instinct that suggests that eating a piece of fruit will reduce hunger. These instinct genes are processed while the Norn is in the egg, and during sleep. It could even be said that Norns dream. Some instincts are not processed until the Norn reaches maturity. You will notice that a baby Norn will not be able to give good advice to a 'friendly' adult Norn – Norns do not process instincts involving breeding until they reach the youth stage of life.

7. Product Expansion

Docking Station is designed to allow easy expansion and development for players of the game. If you wish to, you can learn more about the inner workings of the game, and make new agents to add to the variety of the game. You will be able to find websites made by fans of the game from which you can download new agents for your game!

7.1 New Agents for your World

As well as importing Norns, you can add new agents to your world, either ones made by Creature Labs or by other players. New agents can be downloaded from the Internet as '.agent' files (for example, "newfood.agent").

Place these files in the 'My Agents' directory of your Docking Station game to have them accessible by the Comms section of the ship.

Press the Agent Injector button in Comms to access the page and you will see a list of the agents you can inject. To scroll up and down this list, press the left and right arrow buttons beneath the screen (not the camera controls!).

If you select an agent from the list you will see some text appear on the right. This gives a brief description of the agent, and an image of the agent will appear on the large camera

screen. If the author of the agent has a web site then the web button will be highlighted and you can click here to access the authors page.

To inject the agent you have selected press the green tick button. The agent will be injected into your world. Some agents will appear in the Comms area next to the door, but others will appear in a set position on the space station and a clue to their location shown on the camera screen.

If you want to remove an agent you have injected you can press the red cancel button while that agent is selected from the list.

7.2 Creatures 3 and Docking Station

As has been mentioned in passing above, if you own Creatures 3, you can combine it with Docking Station to make a huge world for your Norns. When you do this, a new elevator will appear in the Atrium, giving access to the great Shee ark. What are the advantages of docking your game?

- Three new breeds of Norn: Civet, Bengal and Bruin
- Meet the kleptomaniac Ettins and vicious Grendels
- Build your own machinery using connectable agents, and export your favourite blueprints to send to your friends
- Analyse your Norn's chemistry in detail, and alter it directly
- More space so you can keep a larger population of Norns without them all suffering from being crowded
- Fiddle around with your creature's genetics with the Gene Splicer. Want a half Norn-half Grendel creature?
- Explore four entirely different ecosystems, and manage the ship using the engineering and bridge areas
- New agent files

Of course, in Creatures 3, there are more sources of danger to your Norns. Be prepared to fend off the Grendels, and keep your Norns away from the piranha pool!

Creatures 3 Agent Files

There are many '.agent' files available for Creatures 3 but not all of them will be compatible with Docking Station unless you own Creatures 3. You can toggle between viewing Creatures 3 and Docking Station .agent files by pressing the small icon to the right of the Agent Injector page.

The author of the .agent will be able to tell you whether it works without Creatures 3, but injecting one that doesn't will give an error on the screen to explain why.

7.3 Exporting Creatures to a File

The Norns of the Creatures games are unique entities – each one is the result of dDNA it inherited and the experiences it has lived through. They have free roam to travel across the Capillata, the Creatures 3 Ark and other, as yet unknown, ships and areas of space. They can even travel through the warp and enter other worlds while retaining their unique identity. To remove a creature from this universe and onto your hard drive breaks that continuity and opens up the possibility of reality fracturing events such as file duplication. To prevent this each creature is only able to remember the history of its life, and the events that took place, while it remains within the universe of Docking Station.

That said, it is possible to export a creature to your hard drive but the history of events for that creature will be erased – so think carefully about whether you really need to remove the creature from its universe before deciding to export one. If you want to send it to someone it is much more efficient to use the warp as this retains the information for this creature and allows it to record its achievements on Docking Station Central.

You can export a creature to your hard drive using the export button on the Creature Menu. This will turn your Norn into a file that you can email to someone, or simply keep for later use.

To Export a Norn

1. Open the Norn Selector
2. Ensure the creature you wish to export is selected (has a red arrow above it)
3. Click on the 'minus' button

To Import a Norn

1. Open the Norn Selector
2. Click on the 'plus' button
3. Use the arrrows on the Import screen to cycle through available creatures

Exported Norns will go into your docking station game's 'My Creatures' folder. You can open this using Windows Explorer, accessible via the START menu.

7.4 Developing for Creatures

Maybe you have dreams of developing the ultimate Norn, or making an agent to cure all world diseases... if so, feel free! We're interested to see what you come up with. There have been many fantastic agents and creatures made for the Creatures series so far by enthusiastic fans.

The agents in Docking Station are called 'autonomous agents'. You can develop your own agents using the language of CAOS, or Creatures Agent Object Scripting. If you're interested in learning about CAOS, then you can join the free Creatures Developer's Network (the CDN). Here you can find out technical and insider info about the game architecture, and meet people of like mind.

See **www.creaturelabs.com/cdn** for more information on the CDN.

If you don't wish to learn programming, but are interested in the inner workings of the Norns themselves, you can alter the Creatures Digital DNA (dDNA). This can be achieved either naturally using selective breeding, or by editing the dDNA directly using the Genetics Kit gene editor.

The Creatures series of games has inspired a large number of people to make websites or new agents, sometimes even new species! It is always worth searching around the Internet to see what other players have created. There is a wealth of useful and interesting websites, agents and creatures out there, begging to be downloaded.

Please note: Gameware cannot be held responsible for the content of any third party creations for Docking Station or Creatures 3.

8. Appendix

8.1 Category Names

Each agent in the world falls into one of the categories below. The category of the agent will be the name used to refer to the object by the creatures. Remember, if you are unsure of the category used for an agent you should enter Agent Help mode and right-click on it. Not all of the categories listed below exist within Docking Station – some of them only appear in Creatures 3.

Category	Description
"hand"	This refers to your presence in the world and is the only agent that uses this category.
"door"	The access ways between each area of the ship.
"seed"	Some plants produce seeds which will eventually grow into other plants. Nuts (such as the Explodonut) also fall into this category. Seeds are an essential part of most Norn's diet and are high in starch.
"plant"	Plants generally provide no nourishment to a creature such as a Norn, but they form an essential part of the food chain as they may produce fruits and seeds which the creatures depend on. Other agents in the world may use plants as part of their own lifecycle.
"weed"	This is a plant that generally has a nasty effect on most creatures. This could be because it stings the creature if it tries to pick it up, or may be harmful if eaten.
"leaf"	This is a specific part on some plants that may be used by other agents (such as a caterpillar) but generally is of no use to a creature.
"flower"	Another specific part of some plants. If you see a flower on a plant it is probably a sign that the plant will produce fruits or seeds soon. Some flowers may require pollination before producing fruits or seeds.
"fruit"	The fleshy, juicy part of some plants. Fruit is a major part of a Norn's diet and are high in protein.
"manky"	Some fruit rots away when left lying on the floor uneaten. The rotten remains of the fruit will often provide a totally different taste sensation than the fresh version! Some manky fruits contain alcohol and can make a creature quite drunk.
"detritus"	This category is used to describe the animal and plant waste that can accumulate in any living world. Detritus is generally not nice to eat! Other agents may depend on detritus as part of their own lifecycle.
"food"	The last of the 3 major food groups for a Norn. This category is broad and can cover a wide range of things from carrots to cheese! The common factor in all of these agents is that they are rich in fat.
"button"	Buttons are used for navigating around the ship. You will find a few different types of button around the Capillata from lift call buttons to teleporter buttons.

"bug"	A flying insect type animal that is harmless to your Norns. These little winged agents can be an essential requirement for a balanced environment, pollinating plants and removing harmful detritus from the world.
"pest"	The nasty variety of bugs! These flying animals may also play an important part in the environment but they also pose a hazard to inquisitive Norns. Make sure your creatures realise that trying to eat, or handle, pests can hurt!
"critter"	A harmless creature who shares the environment with your Norns. These critters may provide some amusement for an inquisitive Norn, or they may simply ignore them.
"beast"	These critters have the potential to cause harm to a Norn so watch out for them. They usually will only attack if provoked, so make sure your Norn is careful about what it pokes and pushes!
"nest"	Some animals require a home that they return to. This category refers not only to things like a hawk's nest but also homes such as a beehive or a dog kennel.
"animal egg"	Some animals, such as the handlefish, produce eggs. These eggs are not to be confused with Creature Eggs from which a Norn will hatch!
"weather"	Clouds, rain, snow. All forms of weather phenomena that can be seen by a Norn are referred to as 'weather'.
"bad"	Don't even go there! This is something that, for whatever reason, should not be touched, picked up or eaten.
"toy"	A nice thing to play with. This category of objects covers all the distractions that give a Norn pleasure, whether it is a ball or a firework.
"incubator"	These devices are designed for speeding up the hatching process of Creature Eggs. Drop an egg into the incubator to make it hatch quicker.
"dispenser"	Press the dispenser and something pops out. The agent that is dispensed is often food so creatures get a kick out of pressing dispensers!
"tool"	A useful thing. Tools are often there for the benefit of the player rather than a creature. Getting a creature to push a tool often unlocks new or advanced features.
"potion"	A drink that generally has helpful effects on the creature that drinks it. Creatures drink an item by telling them to 'eat' it. Norns have small brains and so any act that involves taking nourishment from something is all eating as far as they are concerned!
"elevator"	A means of moving up and down between levels. 'Push' the elevator to go up, 'pull' to go down.
"teleporter"	These devices move the creature from one spot to another. The exact nature of the movement is dependent on the particular teleporter. Some always take you to the same place, others have a choice of destinations.
"machinery"	A big chunk of complicated doo-dads and technojibbery. These things often perform complicated tasks (such as controlling your containment chamber) and are usually too much for a Norn to control.

"creature egg"	The source of life for the Norns. Creature Eggs are produced by the Muco the Egg Layer or laid by a pregnant female.
"norn home"	Norns like to have somewhere they call home. These areas invoke nice feelings in a creature and they may return here to release their eggs or if homesick
"grendel home"	These areas are where a Grendel considers home.
"ettin home"	These areas are where an Ettin considers home.
"gadget"	These devices are small and portable gadgets, but don't assume that their size indicates their complexity! Some examples of gadgets are the sludgegun and creature detector from Creatures 3.
"portal"	These devices are the means to escape through the warp to another place (or is it time?). A creature can activate these devices and will be transported out of your world.
"vehicle"	Vehicles are devices that travel from side to side, such as a cable car.
"norn"	The cute furry inquisitive things running around your world!
"grendel"	The mean tempered green creatures found on the Creatures 3 ark.
"ettin"	The white absent minded caretakers who have spent the last aeon tidying up the Creatures 3 ark.
"something"	Something you don't need to worry about! This is an agent that the creature cannot even see, let alone interact with. Examples would be the user interface down the right hand side of the screen.

9. Credits

Producer: Mark Ashton

Based on an original concept by Ben Campbell & Toby Simpson

Programmer: Francis Irving
Agent Engineering: Ashley Harman & Mark Ashton
In-Game Artwork: Nathan Thomas & Sean Nicholls
Norn Graphics: Sean Nicholls
Genomes: Helen Burchmore & Lis Morris
Neuroscience/Biological components: Gavin Buttimore & David Bhowmik
Music: Peter Chilvers
Sound Effects: Ashley Harman & Mark Ashton
Additional Artwork: Matthew Jeffery & Ruthine Burton
Additional Engine Programming: Alima Adams, Gavin Buttimore and Mark Bennett
Website Design: Darren Cantell
Website Imagery: Nathan Thomas
Website Scripting: Francis Irving
Website Forums: Chris Dewey
Network Architecture Design: Mark Stamps
System Programming: Mark Stamps, Francis Irving & Dr Jo Brooke
Server Design, Construction and Testing: Wayne Stallwood, Mark Stamps and Dave Clarke
Quality Assurance Manager: Paul Dobson
Quality Assurance: Pete "no R" Morrish & Dave Carter
Additional website testing and nit-picking: Dominique Whitman
Manual Author: Lis Morris
Manual Editing and Butchering: Mark Ashton
Man in Suit: Howard Newmark
Director of Development: Ian Saunter
Marketing Manager: Lisa de Araujo
Marketing Assistant: Gill Collins
Director of IT: Mark Stamps